

USER MANUAL

KEEPFOREST EVOLUTION: DEVASTATOR WARZONE



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1. OVERVIEW

Evolution : Devastator is the next step in the Keepforest Evolution Signature Series, which has established itself in the world of professional composers and sound designers. More than a year of work, Devastator is the product of a meticulous design concept and contains a careful selection of unique samples. The all-new Devastator incorporates everything you need for full-fledged and high-quality hybrid, dark trailer sound designs.

Evolution: Devastator Warzone is a premium collection of hand-crafted custom Signature Sound effects, Bass and Braams, Signals and Signs, Drum Loops, Pulses, Guns and Recharges, One Shots, Cinematic loops and Artist Stems. The library has modern and aggressive character that can be heard in a lot of trending movies and TV series. The Evolution: Devastator series will definitely be an irreplaceable part for movie and game sound designs, as well as for composing trailers and soundtracks.

1.1 SPECIFICATIONS AND SYSTEM REQUIREMENTS

- Kontakt 6.5.3 or newer is required. COMPATIBLE WITH FREE KONTAKT PLAYER
- 48 kHz (96KHZ) / 24bit
- 10 GB compressed samples

1.2 INSTRUMENT PATCHES & CONTENT

Devastator Warzone contains:

Kontakt instruments:

- **Hits:**

1. Trailer Drums
2. Trailer Hits
3. Trailer Hits 2
4. Space Hits
5. Booms

- **Drums:**

1. Guns (RR)
2. Drums (RR)
3. Burial Kit (RR)
4. Kicks
5. Room Kicks
6. Modern Snares
7. Modern Snares 2
8. Live Snares
9. Epic Claps
10. Massive Claps
11. Modern Claps
12. Claps Snap
13. Thumps (RR)
14. Trap Hats
15. Metals
16. Drum Loops (Part 1)
17. Drum Loops (Part 2)

- **Modern Playables:**

1. 808 Bass
2. Modern Bass
3. Modern Lead
4. Modern Pluck FX
5. Modern Pluck
6. Orchestral Textures

- **Bass:**

1. Modern Bass 1
2. Modern Bass 2
3. Cinematic Bass Pulse (RR)
4. Distortion Bass
5. Modern 808
6. Hybrid 808
7. Fundamental Bases
8. Braas & Stabs

- **Tonal:**

1. Wild Screams Oneshots 1
2. Wild Screams Oneshots 2
3. Wild Screams Oneshots 3
4. Wild Screams Delayed 1
5. Wild Screams Delayed 2
6. Wild Screams Delayed 3
7. Wild Screams Whoa
8. Signs
9. Sign Delayed
10. Sign Lead & Guitar Type
11. Sign Lead & Distirctions
12. Signals Classic
13. Signals Ambient
14. Downers

Wav folder:

- **Trailer Stems:**

01. Boe Vick
02. Rich Guy
03. Big Brain Lead
04. Kill Counter
05. Warzone
06. Knocking Down
07. Snatched Up
08. Release The Brass
09. Ama Dooming
10. Bulletgang
11. Eight'O'Eight
12. K/D
13. Rough Kidnapping
14. TF Was That
15. Tryin' Be Fancy
16. XIII
17. Stomach Through

- **Drum Kits:**

38 Modern Kits

- **Loops:**

1. Bass & Braams
2. Signals & Signs
3. Drums Loops
4. Distortion Reverse Pulses
5. Pulses Classic
6. Pulses Hybrid Modern Pulses
7. Low Thump Pulses

Since Kontakt 6.2, there will available the drag n drop sample features. Some patches of the Devastator series will be available for adding User's sound samples.

2. INTERFACE OF DEVASTATOR

2.1 MAIN INTERFACE

The main menu of Devastator is very simple. In the center, there is a drop-down menu for choosing the sound samples with its waveform.



On the right side is the ADSR envelope for controlling the sound.

Attack - How quickly the sound reaches full volume after the sound is activated (the key is pressed).

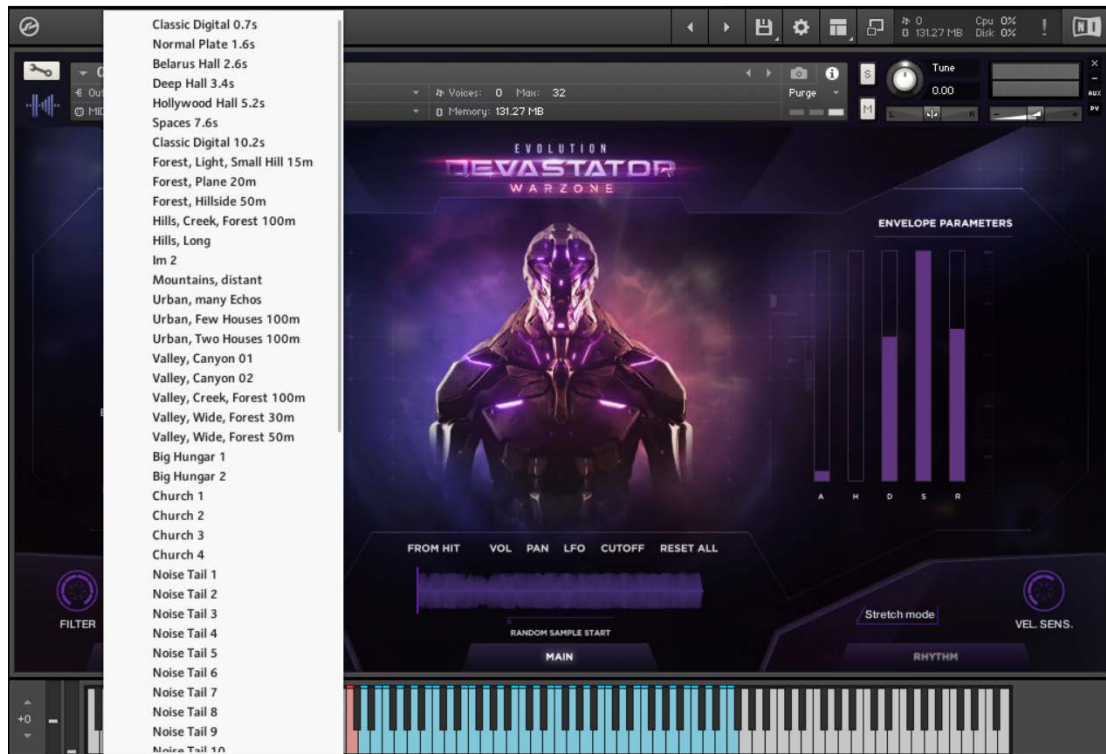
Hold – The sound to be held at the sustain level for a length of time before decaying.

Decay - How quickly the sound drops to the sustain level after the initial peak.

Sustain - The “constant” volume that the sound takes after decay until the note is released. Note that this parameter specifies a volume level rather than a time period.

Release - How quickly the sound fades when a note ends (the key is released).

On the left side is the master convolution reverb with IR profiles.



On/Off – enables or disables the reverb

Pre Delay – controls the delay time between input and processed signals

Early IR Size – controls the size of the early impulse response

Early Low Pass – cuts high frequencies of the early impulse response

Early High Pass – cuts low frequencies of the early impulse response

Late IR Size - controls the size of the late impulse response

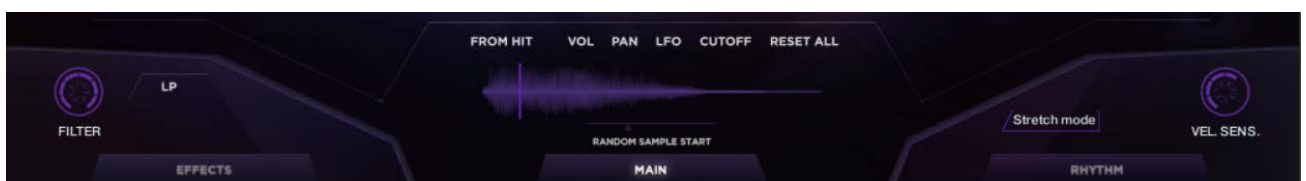
Late Low Pass - cuts high frequencies of the late impulse response

Late High Pass - cuts low frequencies of the late impulse response

Dry – controls the volume of the dry signal

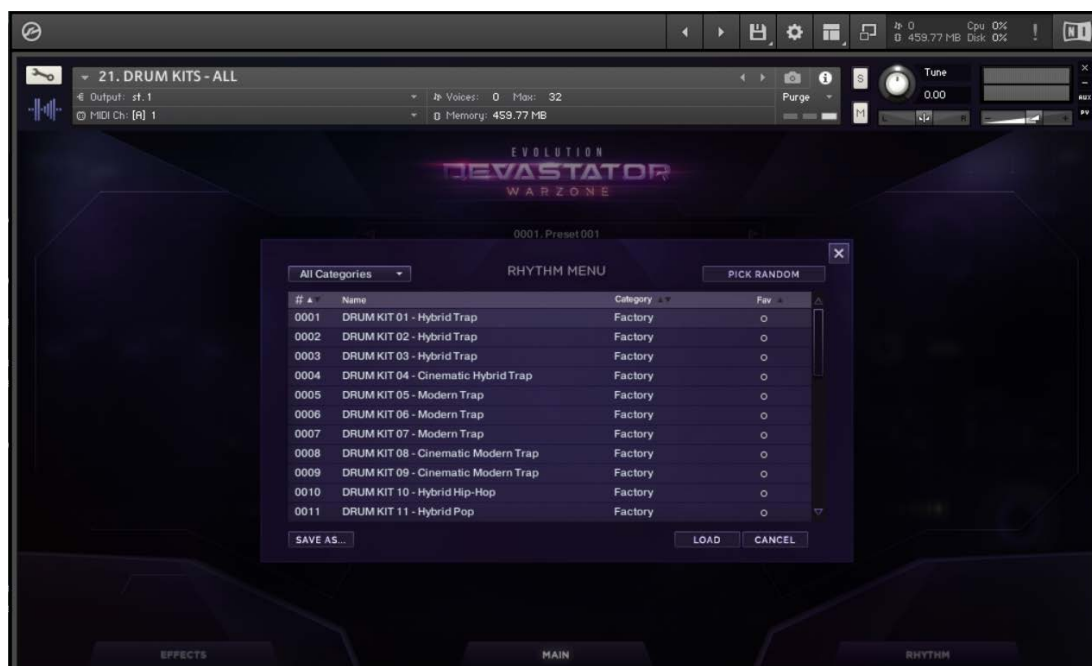
Wet – controls the volume of the processed signal

On the lower corners are the Global Filter with different modes and the Velocity Sensitivity. By pressing Stretch Mode you apply a chosen sample to the keys with pitching it in according with the note of key you pressed. Also right below the wave of a sample you can find our new feature which is called RANDOM SAMPLE START, move it to change randomly the start of a sample on each tap. Its moving will increase or decrease the range of random position.



2.2 DRUM MACHINE

Our another new feature allows you to play our drum kits much easier. Main window at the center contains twelve active pads for playing, browser of presets at the center top, and settings at the center bottom.



Settings:

Here you can find all parameters you need.

Browser window - Left side of the window. Helps to choose a sample you need for the kit. Press the pad you want to change at the right center, and then double tap at the sample from browser to replace.

Categories - At the center right above the browser. Easy way to sort and browse samples.

Play - At the left bottom. Mute or unmute samples from the browser.

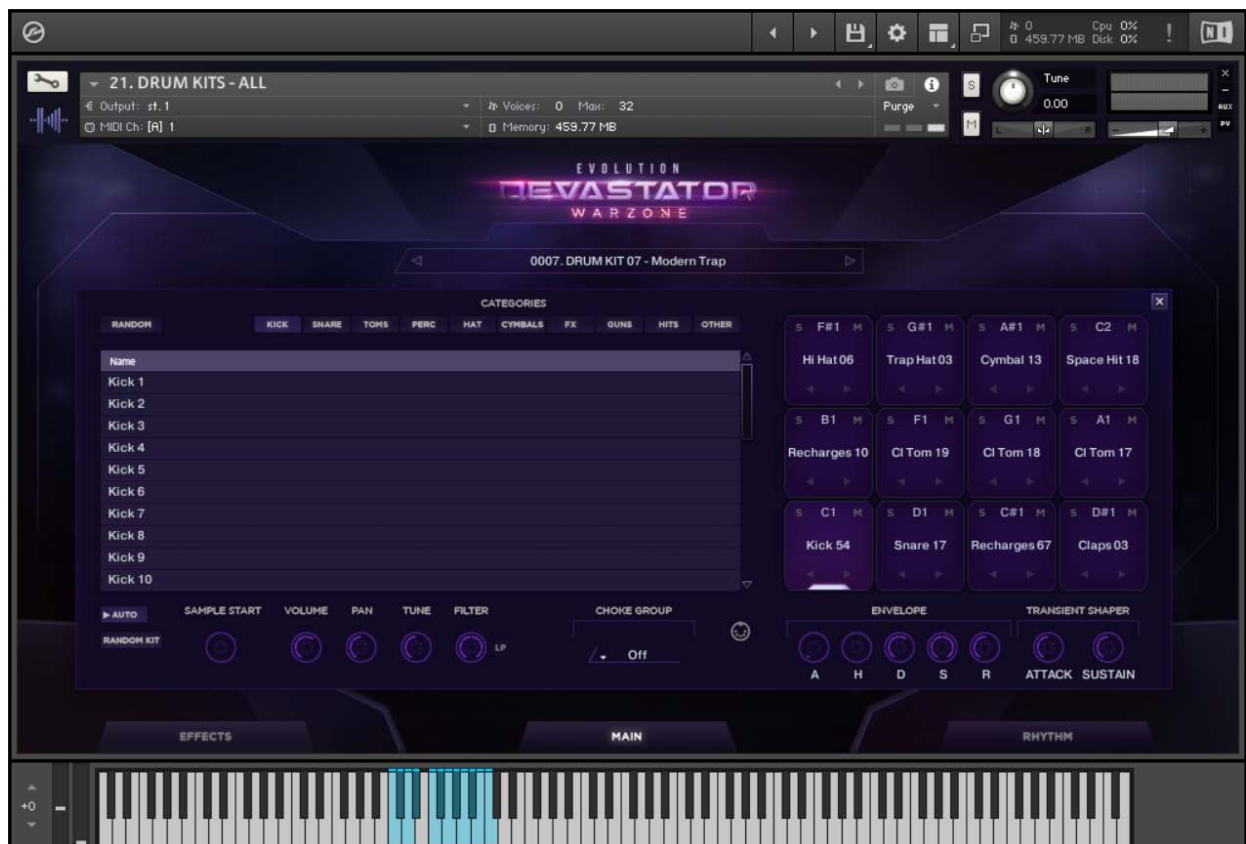
Random Kit - Randomize the kit, each pad will be replaced by the same type of sample it provides.

Sample Start - To adjust the start position of a sample.

Choke Group - At the bottom center, it allows you to choose samples which will be played interchangeably. Best for open and close Hi-Hats, and Toms.

Envelope - At the bottom right. Allows you to adjust Attack, Hold, Decay, Sustain, and Release of samples.

Transient Shaper - At the bottom right. To adjust loudness of the Attack and of the Decay/Release.



2.2 MASTER EFFECT CHAIN

You can go to the master effect chain by clicking to the Effects button on the lower left corner.



In this menu, there are 7 slots for loading the effects for sound processing from EQ, comp, limiter to distortion, saturation, modulation effects, delay, reverb and more.



Each effect has a set of controls for tweaking. You can save the settings as presets, bypass or reset the effects.

2.3 RHYTHM (SEQUENCER)

The Rhythm is the main feature of Devastator. You can create cinematic pulses, trailer drum loops, exciting riffs in this section.



You can save, load reset and crop the sequence and extract the midi file from the sequencer for using with other libraries. Also, there are five play modes to select:

Play All – Classic mode

Arp Asc – Ascending arpeggiation

Arp Dec – Descending arpeggiation

Arp Ord – Arpeggiation in order

Advanced – In this mode you can assign a step to another round robin sample to make the sequence more realistic and groovy. Excellent for making percussion and drum loops.

Advanced:



There are four main tables in the sequencer:

Step Seq: A step sequencer for creating rhythms. Very powerful in combination with the Filter. The velocity is controlled by raising or lowering the bar.



Pan: For controlling the panorama of the sound.



Filter: Controls the filter of the sounds and makes the sounds more lively and cinematic by raising or lowering the bar.

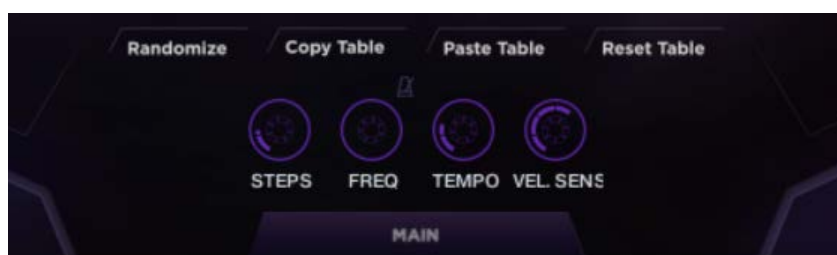


Pitch: Changes the pitches of the sample by raising and lowering the bar. Perfect for creating rocking riffs.



You can set the sequence steps into smaller divisions for creating groovy rolls, glitches by pressing the + or – inside a step bar.

Rhythm controls:



Randomize – sets the sequencer randomly for interesting ideas. It is possible to randomize the modes differently.

You can also copy and paste the table to other table

Sequencer settings:

Steps – sets the sequencer's steps up to 16

Freq – sets the tempo division of the sequencer.

Tempo – sets tempo of the sequencer

Vel. Sens – sets the velocity sensitivity of the sequencer

3.CREDITS

Concept & Design: Keepforest LLC – Arseni Khodzin

Content Creation, Recording, Mixing & Mastering: Arseni Khodzin

KONTAKT Scripting & Development: Sergey Vasyura, Arseni Khodzin

GUI design & Artworks: Arseni Khodzin

Recording location: Keepforest Studio, Minsk, Republic of Belarus

KEEPFOREST THANKS

Thank you so much for purchasing and supporting our products. We are dedicated to making the most enriching experiences for composers and sound designers and hope you have as much fun using it as we did while creating this product. We value your trust in our company, and we will keep doing our best to meet your service expectations.

If you have any questions concerning our products, please feel free to send them to support@keep-forest.com. Again, thank you for your purchase.

With much love,

Arseni Khodzin
CEO of Keepforest LLC